

AMENDMENTS TO THE CLAIMS

Please amend Claims 1, 9, 17, 21, 31, 32, 33, 34, and 38 as indicated below.

1. (Currently Amended) A method for synchronizing media files, comprising:
 - receiving a streaming media file;
 - receiving a static media file;
 - producing a streaming output from the streaming media file;
 - querying the streaming output for a time marker ~~to be stored outside of the streaming media file~~; and
 - associating the static media file with the time marker and the streaming media file in an output file, wherein the time marker is stored outside the streaming media file after associating the static media file with the time marker and the streaming media file.

2. (Original) The method of claim 1, further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

3. (Previously Presented) The method of claim 1, wherein the time marker indicates a quantity of time that has elapsed.

4. (Original) The method of claim 3, wherein the quantity of time is measured between a first point in time, relating to when the streaming output was started, and a second point in time, relating to when the user input was received.

5. (Original) The method of claim 1, further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

6. (Original) The method of claim 1, wherein the streaming media file is selected from the group consisting of video data files, and audio data files.

7. (Original) The method of claim 1, wherein the streaming output is selected from the group consisting of streaming video and streaming audio.

8. (Original) The method of claim 1, wherein the static media file is selected from the group consisting of graphic data files, text data files, and non-streaming animation files.

9. (Currently Amended) A computer-readable medium having stored therein one or more sequences of instructions for synchronizing media files, the one or more sequences of instructions causing one or more processors to perform a number of acts, said acts comprising:

receiving a streaming media file;

receiving a static media file;
producing a streaming output from the streaming media file;
querying the streaming output for at least one time marker upon receiving an input, ~~wherein the time marker is stored outside of the streaming media file~~; and
associating the static media file with the time marker and the streaming media file in an output file, ~~wherein the time marker is stored outside of the streaming media file after associating the static media file with the time marker and the streaming media file~~.

10. (Original) The computer readable medium of claim 9, the method further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

11. (Previously Presented) The computer readable medium of claim 9, wherein the time marker indicates a quantity of time that has elapsed.

12. (Previously Presented) The computer readable medium of claim 11, wherein the quantity of time is measured between a first point in time, relating to when the streaming output was started, and a second point in time, relating to when the user input was received.

13. (Original) The computer readable medium of claim 9, the method further comprising displaying the streaming output synchronized with one or more static media files based upon one or more associations in the output file.

14. (Original) The computer readable medium of claim 9, wherein the streaming media file is selected from the group consisting of video data files and audio data files.

15. (Original) The computer readable medium of claim 9, wherein the streaming output is selected from the group consisting of streaming video and streaming audio.

16. (Original) The computer readable medium of claim 9, wherein the static media file is selected from the group consisting of graphic data files, text data files, and non-streaming animation files.

17. (Currently Amended) A method for synchronizing media files, comprising:
receiving a streaming media file that comprises a series of frames, each frame having a unique address;
receiving a static media file;
producing a streaming output from the streaming media file;
querying the streaming output for a plurality of sync [[frame]] frames;

~~storing the unique address of the sync frames in a content definition file outside of the streaming media file; and~~

associating the static media file with the sync **[[frame]]** frames and the streaming media file in **[[the]]** a content definition file; and

storing the unique address of each sync frame in the content definition file, wherein the content definition file is separate from the streaming media file after associating the static media file with the sync frames and the streaming media file.

18. (Original) The method of claim 17, further comprising receiving an input that designates a point in the streaming output to which the static media file is to be synchronized.

19. (Cancelled)

20. (Previously Presented) The method of claim 17, further comprising displaying the streaming output synchronized with one or more static media files based upon the content definition file.

21. (Currently Amended) A computer-readable medium having stored therein one or more sequences of instructions for synchronizing media files, the one or more sequences of instructions causing one or more processors to perform a number of acts, said acts comprising:

receiving a streaming media file that comprises a series of frames, each frame having a unique address;

receiving a static media file;

producing a streaming output from the streaming media file;

querying the streaming output for a sync frame upon receiving an input, ~~wherein the sync frame is stored outside of the streaming media file~~; and

associating the static media file with the sync frame and the streaming media file in an output file, wherein the unique address of the sync frame is stored in a marker file distinct from the streaming media file after associating the static media file with the sync frame and the streaming media file.

22. (Cancelled)

23. (Previously Presented) The computer readable medium of claim 21, the method further comprising identifying the sync frame that comprises a frame of the streaming media file corresponding to the point in the streaming output designated by the user input.

24. (Cancelled)

25. (Cancelled)
26. (Cancelled)
27. (Cancelled)
28. (Cancelled)
29. (Cancelled)
30. (Cancelled)
31. (Currently Amended) A computer system for synchronizing media files, comprising:

a computer that comprises:

a processor;

a main memory communicatively coupled to the processor; and

a storage device communicatively coupled to the processor;

a database running on the computer from the main memory, the database comprising:

one or more data structures relating to one or more streaming media files stored in the storage device; and

one or more data structures relating to one or more static media files stored in the storage device; and

an application program coupled to the database and configured to support a user, the application program configured to:

produce a streaming output from a first streaming media file selected from the one or more streaming media files;

query the first streaming media file for a synchronization point upon receiving an input, ~~wherein the synchronization point is stored outside of the streaming media file;~~ and

associate the static media file with the synchronization point and the streaming media file in a content definition file; and

storing a data set about the synchronization point in a marker file, wherein the marker file is distinct from the streaming media file after the association of the static media file with the synchronization point and the streaming media file.

32. (Currently amended) A method of presenting a computer-based synchronized mixed-media presentation, comprising:

receiving at least one static media file and at least one streaming media file;

producing at least one ~~streaming media file~~ synchronization point ~~external to the streaming media file~~ upon receiving an input by a user;

creating a content definition file to associate the static media file with the streaming media file using the at least one synchronization point, wherein the content definition file includes the time markers and an access path for the streaming media file; and

using the content definition file to present a presentation.

33. (Currently amended) The method of Claim 32, wherein producing the at least one synchronization points point comprises producing a plurality of time markers.

34. (Currently amended) The method of Claim 32, wherein producing the at least one synchronization points point comprises producing a plurality of sync frame addresses.

35. (Previously Presented) The method of Claim 32, wherein the presentation is on a local medium.

36. (Previously Presented) The method of Claim 32, wherein the presentation is on a network server.

37. (Previously Presented) The method of Claim 32, wherein creating a content definition file comprises creating an extensible mark-up language (XML) file.

38. (Currently amended) The method of Claim [[32]] 37, wherein creating the XML file comprises:[[:]]

providing an address of the streaming media file;

providing access to the static media file; and

providing the synchronization points to coordinate displaying the static media file with the streaming media file.

39. (Previously Presented) The method of Claim 32, wherein receiving at least one streaming media file comprises receiving a streaming media file in a plurality of computer-readable formats.

40. (Previously Presented) The method of Claim 32, wherein receiving at least one static media file comprises receiving a static media file in a plurality of computer-readable formats.